AMENDMENTS TO THE CLAIMS:

The below listing of claims replaces all previous listings and versions of claims in this application:

1. (Currently Amended) A method comprising:

receiving a signal from a dual-state button having a single depressed state, for moving a focus in a given direction on a graphical display;

providing, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

determining a position of the focus on the graphical display as a function of said acceleration data;

displaying the focus at said position on said display;

determining a distance between the focus and an object as a radius using a co-ordinate system that is rotated and compressed in a direction of movement of said focus, where said co-ordinate system is rotated so that it becomes aligned with the direction of movement and where determining occurs during the movement of said focus; and

if said object has a smallest determined radius, marking said object as a selected object.

2. (Previously Presented) A method according to claim 1, further comprising determining an acceleration of the focus as a function of acceleration data.

3. (Original) A method according to claim 2, further comprising determining a velocity of the focus in dependence upon the acceleration.

4-5. (Canceled)

6. (Previously Presented) A method according to claim 2, further comprising updating the acceleration using some or all of the acceleration data, updating a velocity and position of the focus and displaying the focus at the updated position.

7. (Previously Presented) A method according to claim 1, further comprising determining whether a velocity of the focus exceeds a predefined maximum.

8. (Original) A method according to claim 7, further comprising limiting the velocity of the focus if it exceeds the predefined maximum.

9. (Canceled)

10. (Previously Presented) A method according to claim 1, wherein said providing predefined acceleration data comprises adding a first set of acceleration data to a second set of acceleration data.

11. (Original) A method according to claim 10, further comprising predefining the first set of acceleration data.

12. (Previously Presented) A method according to claim 10, further comprising determining a velocity of the focus by adding a first member of said first set of acceleration data to a previously determined velocity.

13. (Original) A method according to claim 12, wherein the previously determined velocity is zero.

14. (Original) A method according to claim 1, wherein the focus is a pointer.

15. (Original) A method according to claim 1, wherein the focus is a part of a page of content.

16. (Original) A method according to claim 1, wherein the focus is a window.

17. - 22. (Canceled)

23. (Previously Presented) A method according to claim 1, further comprising:

determining, in dependence upon said direction of movement, which one of a plurality of objects is an intended destination of said focus; and
highlighting said one object for selection, where the highlighting is accomplished without the focus reaching the intended destination.

24. (Original) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination comprises determining which of said objects is closest to the focus.

25. (Previously Presented) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination comprises determining which of said objects substantially lies in a path of the direction of movement.

26. (Original) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination further comprises defining a metrics system.

27. – 29. (Canceled)

30. (Previously Presented) A method according to claim 1 wherein providing predefined acceleration data for accelerating said focus in said given direction comprises adding at least one data value to a buffer of acceleration data values.

31. (Previously Presented) A method according to claim 1, wherein providing predefined acceleration data for accelerating said focus in said given direction comprises updating a buffer of acceleration data values.

32. (Previously Presented) A method according to claim 31, comprising reading out a data value at a front of said buffer and calculating a velocity and a position of said focus using said data value.

33. (Previously Presented) A method according to claim 31, wherein said buffer is updated whenever a signal from said dual-state button is received.

34. (Previously Presented) A method according to claim 33, wherein reading said data value and calculating said velocity and said position is repeated every time a frame on said display is updated.

35. (Previously Presented) A method according to claim 1, wherein said acceleration data is in a form of impulse data.

36. (Canceled)

37. (Previously Presented) A method according to claim 3, wherein determining said velocity comprises adjusting said velocity for friction so as to reduce said velocity.

38. (Previously Presented) A method according to claim 1, further comprising:
receiving an other signal from a second dual-state button having a single depressed state, for moving the focus in an other, different given direction;
providing, in response to receiving said other signal, other predefined acceleration data for accelerating said focus in said other, different given direction; and
determining a position of the focus on the graphical display as a function of said other predefined acceleration data.

39. (Previously Presented) A method according to claim 38, wherein providing predefined acceleration data for accelerating said focus in said different given direction comprises adding at least one data value to an other, different buffer of acceleration data values.

40. (Previously Presented) A method according to claim 1, comprising:
determining, in response to accelerating said focus, a maximum velocity of the focus, where the maximum velocity is reduced as the focus approaches an edge of the graphical display.

41. (Previously Presented) A method according to claim 1, further comprising a first mode wherein the display begins to scroll if the focus is moved to the edge of the display; and a second mode wherein the display is moved relative to the object.

42. (Previously Presented) A method according to claim 1, further comprising compressing said co-ordinate system in the direction of movement by a compression factor $k/(|v|+1)$, where $|v|$ is a speed of the focus and k is a scaling constant.

43. (Canceled)

44. (Currently Amended) Apparatus comprising:

at least one processor; and

at least one memory including computer program code, where the at least one memory and the computer program code are configured, with the at least one processor, to cause the apparatus to at least:

output an image to a graphical display;

receive a signal from a dual-state button having a single depressed state for moving a focus in a given direction on a graphical display;

provide, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

determine a position of the focus on the graphical display as a function of said acceleration data;

cause the interface to display the focus at said position on said display;

determine a distance between the focus and an object as a radius using a co-ordinate system that is rotated and compressed in a direction of movement of said focus, where said co-ordinate system is rotated so that it becomes aligned with the direction of movement and where determining occurs during the movement of said focus; and

if said object has a smallest determined radius, to mark said object as a selected object.

45. (Previously Presented) Apparatus according to claim 44, comprising the at least one memory and the computer program code are configured, with the at least one processor, to cause the apparatus to determine in response to accelerating said focus, a maximum velocity of the focus, where the maximum velocity is reduced as the focus approaches an edge of the graphical display.

46. (Previously Presented) Apparatus according to claim 44, embodied in one of a computer and a multimedia home product.

47. (Previously Presented) Apparatus according to claim 44, embodied in a mobile telephone handset.

48. (Currently Amended) A computer-readable medium storing instructions, which when executed by a computer, causes the computer to perform operations comprising:

receiving a signal from a dual-state button having a single depressed state for moving a focus in a given direction on a graphical display,

providing, in response to receiving the signal, predefined acceleration data for accelerating said focus in a given direction,

determining a position of the focus on the graphical display as a function of said acceleration data;

displaying the focus at said position on said display;

determining a distance between the focus and an object as a radius using a co-ordinate system that is rotated and compressed in a direction of movement of said focus, where said co-ordinate system is rotated so that it becomes aligned with the direction of movement and where determining occurs during the movement of said focus; and

if said object has a smallest determined radius, to mark said object as a selected object.